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Atari Age

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Captain's Log

I just flew in from Chicago ...and boy, are my arms tired! (Sorry, I couldn't resist.)

But seriously, folks, I **did** just get back from the Summer Consumer Electronics Show in Chicago, and I was amazed at the things I saw there. The phrase "consumer electronics" covers a wide range — everything from computers and robots to televisions, stereos, and pocket calculators, with electric typewriters, cordless telephones, and wristwatches thrown in for good measure. And the major manufacturers of all these products have booths at CES, where they display their latest creations to buyers from retail stores and to the press.

CES is one of the best parts of being editor — I get to see what **everybody's** doing, listen to the latest digital audio equipment, ogle the projection screen television systems I'd **like** to have taking up half my living room, and of course, play **lots** of video games. And even with over 1200 exhibitors showing off their wares, one of the most frequently overheard comments at CES was "Did you see what Atari is showing?"

Well, we can't take you all with us to the show (hmm...a trip to CES would make a **great** contest prize. Have to look into that one). However, we **can** show you all the amazing new products Atari was displaying.

If you've enjoyed your Atari system so far, just wait till you get your hands on

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I PLAY GAMES

some of the games coming in the next few months. **Pole Position** will certainly have you hanging on to your joystick for dear life as you come screeching around each curve. And if you think you've seen the Atari VCS do all that it's capable of, wait till you see what they've done with **Joust**. There was plenty of action in the Atari home computer displays too, with **four** brand new models being introduced, plus a light pen and some tremendous new software...

...but why listen to me babble on when you can see it all for yourself in our special in-depth CES report, starting on page 10.

Enjoy the issue — and don't forget to enter the "Send Us Your Face Contest" (page 28). I'm looking forward to seeing what you all look like!

Steve

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New Cartridge Report

For Atari 2600

Pole Position

Video racing action the way you **really** want it—that's what you'll find in Atari's pulse-pounding **Pole Position** cartridge.

The programmers have really captured the unique feeling of arcade **Pole Position** and brought it home for Atari system owners. The player's viewpoint is from racing level. The onscreen images swerve as your car swerves —the mountains in the background shift in perfect perspective, the other cars and the signs along the road grow larger as you get closer to them.

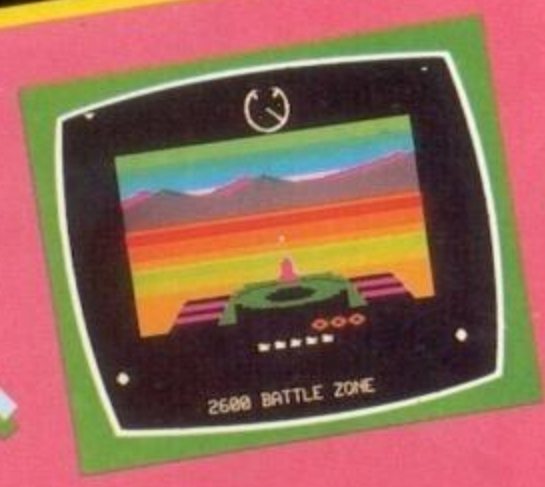
Even the readouts are complete—speed, time remaining, lap time, and score are all shown and continually updated.

Gameplay is just like the arcade original too. First you run a qualifying lap. The faster you complete it, the better your position for the actual race. Go too slow and you don't make it into the Grand Prix.

In the Grand Prix itself, players must turn in a demanding lap time to qualify for extended play and remain in the race. As the miles tick by, the competition heats up—cars change lanes more quickly and your driving skills are pushed to the absolute limit!

Whether you're a budding speed demon or strictly a Sunday driver, the new **Pole Position** cartridge is a definite winner!

Battlezone



If you're not in the mood to drive a race car, how about something a little larger—like a tank! Now you can, with the new home version of the classic arcade game **Battlezone.**

Like the arcade original, you are seated in the turret of a powerful tank looking out at the battlefield ahead. Keep one eye on the radar screen at all times—every blip that appears is an enemy looking for a fight.

You'll face five kinds of enemies in **Battlezone**, each posing its own special threat. First tanks and faster-moving Super-tanks launch a punishing assault. They can blast you from any angle, but you have to be facing them to land a shot.

When Flying Saucers appear, you have a big scoring opportunity—they're worth 5,000 points each—but they're awfully hard to hit. And concentrating on one of these elusive targets can leave you wide open to a Tank attack.

Then the Fighters descend and really put the heat on—they zigzag toward your tank and, when they reach pointblank range, they veer to the side and fire right at you. Another formidable opponent in an astounding non-stop action challenge—**Battlezone.**

Krull

"Beyond our time, beyond our universe, there is a planet besieged by alien invaders. Where a young king must rescue his love from the clutches of the Beast. Or risk the death of his world."

This is **Krull**, an extraordinary new movie spectacular. Now Atari has captured the action and adventure of this unique film in the **Krull** video game.

In **Krull** you become Prince Colwyn, the hero who must conquer three different challenges to rescue your beloved Princess and save your planet from the ravages of the Beast and his Slayers.

The game begins at your wedding ceremony. Suddenly hordes of Slayers appear, wielding gleaming neon spears. You fight valiantly, but inevitably, their numbers overwhelm you. They kidnap the Princess!

You leap on a speedy Firemare, picking up weapons and extra lives as you approach the web of the deadly Crystal Spider. Only there can you learn the location of the Black Fortress, where the Beast holds the Princess captive.

Survive this terrifying encounter and you must ride to do battle with the Beast himself. He hurls deadly fireballs at you, but you fight back with your enchanted Glaive, breaking a passage through the prison walls to free your Princess. Only then are you ready for your final challenge—eliminate the Beast!

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Enter a world of ancient prophesy and inhuman peril...of hideous villains and a beautiful Princess...of evil beyond description and heroism without equal. Enter the world of KRULL—the astounding movie adventure, and the action-packed video game it inspired.

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ATARI KRULL ARRIVES IN SEPTEMBER—

ORDER NOW FOR FASTEST DELIVERY!

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The peace of your wedding is shattered by invading Slayers with gleaming neon spears. You fight valiantly against them, but they capture your beloved Princess!

You ride to the rescue on a fleet-footed Firemare.

The web's sticky strands hold the secret to finding the Black Fortress—but watch out for the deadly Crystal Spider!

You've reached the Fortress—now hurl your Glaive and rescue the Princess. Then it's a fight to the finish against the Beast himself!

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CLUB MEMBER WINS

SwordQuest EarthWorld Prize Claimed by Atari Club Member Steven Bell

On May 2, seven **SwordQuest EarthWorld** finalists met at Atari headquarters in Sunnyvale, California. They were seated before seven VCS units, each containing a specially programmed championship version of **EarthWorld**. Their challenge—be the first to reach the twelfth and final level of the game. The winner's prize—a solid gold Talisman valued at $25,000, studded with emeralds, diamonds, and other precious stones.

The contestants were given 90 minutes to complete the competition—when time elapsed, the player who had progressed furthest through their video adventure would be declared the winner. Many of the spectators thought no one could possibly make it through all the levels in the time allowed. But amazing everyone, just 46 minutes into the contest, Atari Club member Steven Bell of St. Clair, Michigan leaned back in his chair and smiled. He had finished the game—the Talisman was his!

Steven faced some formidable opponents in his quest for the gold. The other finalists included two freshmen from the University of New Orleans, a California housewife, a U.S. Coast Guard lieutenant, and the youngest finalist a 16-year-old high school student from South Carolina. As the competition got underway, though, his primary opponent seemed to be Matthew Balasa, a 21-year-old chemistry major from North Central Michigan University.

The finals started with a racing-style call, "Gentlemen, start your joysticks," and Matthew pulled ahead of the pack with an early lead. But the first player to reach the fifth level was Steven Bell.

His lead did not go unchallenged. Steven Dousse, one of the New Orleans freshmen, caught up while most of the players were stalled at level 4. For the next ten minutes the lead changed hands between Bell and Dousse, but by the ninth level, Bell had established what seemed like a comfortable lead. Dousse made another valiant come-from-behind rush, but it was Bell who solved the riddle of level 10 and moved within one level of victory. Nine and one-half painstaking minutes later, a contest judge declared Bell the winner as he conquered the final level.

"I really thought it would be easier," Bell said. The 20-year-old champion said his winning strategy was to "take it easy, because you can make big mistakes if you try to go too fast." He first read about the competition in **Atari Age** magazine and decided to enter because he loves to play adventure games.

Now he awaits the finals in 1984, where he will meet the winners of **SwordQuest FireWorld, WaterWorld** and **AirWorld** in head-to-head competition for the Grand Prize, a jewel-encrusted sword valued at $50,000.

ATARI FORCE COMIC BOOK PREMIERES

The group of costumed super-heroes in the illustration bears the same name as the dynamic science fiction group that appeared in comics packed with specially marked Atari 2600 cartridges over the past year. But the original Atari Force completed their star-spanning mission in the comic supplied with Galaxian. Now it's the year 2030—25 years later—and a brand new Atari Force is making its way onto the shelves wherever comic books are sold. The new group includes Babe, Pakrat, Morphea, Tempest, Dart, and Martin Champion, who is returning to active status. Also returning is the future's deadliest villain—the Dark Destroyer. And this time, he's r e a l l y angry!

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THE MYSTERY CONTINUES

"The Wraps Are About to Come Off"—that's what the brochure about AtariTel distributed at Atari's Consumer Electronics Show booth said. Rumors and guesswork have grown steadily for nearly two years now, as engineers worked in secret on the mysterious "Project Falcon." Now "Falcon" is the basis for an entirely new division of Atari and, while the company is not ready to reveal details of their new products, this much is certain:

- The company will produce "a new, dramatically capable home network for voice communications, communications management, appliance control, security and environmental control. The system incorporates new technology and features not available in other residential telecommunications products."
- The AtariTel line *will* include conventional telephones with advanced features and styling.
- Two of the world's leading industrial designers, Porsche Design and Morison Cousins Associates were commissioned to develop the product designs.
- Customer shipments are intended to begin in early 1984.

There, now you know as much as we do!

ATARI VIDEO ADVENTURE NOW AT MARRIOTT'S GREAT AMERICA

Visitors to Marriott's Great America theme park in Santa Clara, California now have a memorable computer experience awaiting them, thanks to Atari.

Atari launched its three-phase attraction at the park in 1982, featuring an arcade with all the latest coin video releases and a store with every Atari game and accessory. Now the final phase of the Atari center at Great America has opened, and it is a real treat—a computer-interactive stimulation for the eyes, the ears, and the mind.

As visitors enter the Atari Video Adventure, they experience a "video kaleidoscope"—a carefully orchestrated montage of sound and images demonstrating the role of the computer in human life. The announcer's voice fills the room—"Today, we play at the speed of thought—discover magical kingdoms—test our powers over time and space. Our play becomes our work, and our work becomes play."

From here we progress to Computer Painting, where visitors get hands-on experience creating mind-boggling computer artwork with very simple controls.

Intriguing sounds beckon us on from around the corner and we follow them to enter a Tone Tunnel. Rows of pillars line the tunnel. Each one you touch creates a different musical sound. With dozens of people walking through this environment, touching pillars and creating different tones, you might expect the result would be nothing but noise. But amazingly enough, this ingeniously designed tunnel produces captivating music out of whatever combination the many hands at the controls produce.

The final attraction is a truly eye-opening extravaganza of color and movement. Visitors stand before a wall-size screen and discover themselves on the wall—not as they ordinarily are, but as the computer recreates them. TV cameras take in a roomful of people at a glance; and feed the image to a computer which adds color, extends movement, distorts reality, and by doing so, creates a series of stunning computer graphic effects—and *you* are part of this creation!

This dramatic demonstration of the computer's potential to create extraordinary sights and sounds will long be remembered by anyone lucky enough to visit the Atari Video Adventure at Great America.

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AN ATARI CLUB EXCLUSIVE!

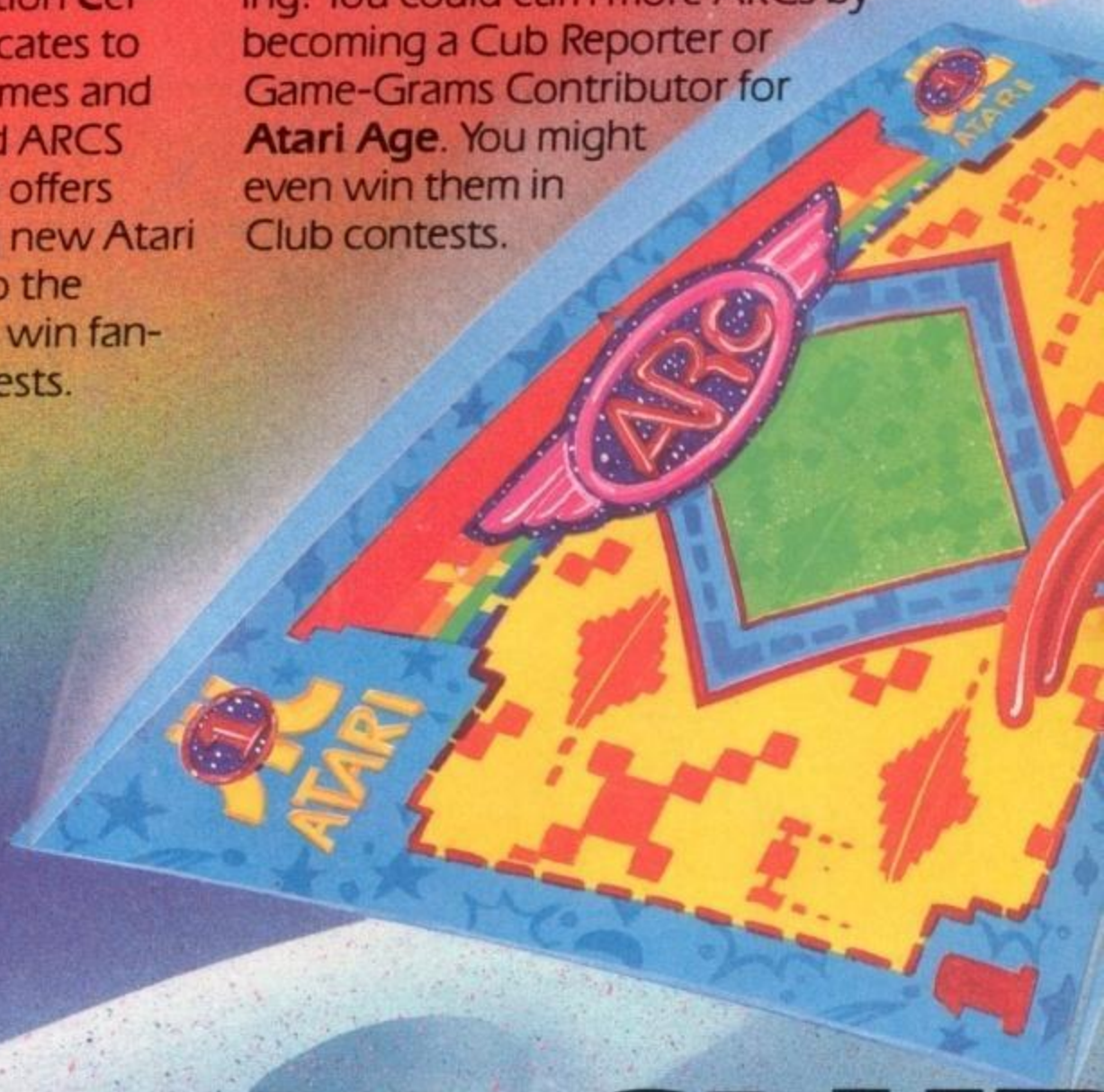
Introducing an exciting new bonus system for Atari Club Members — ARCS!

What's an ARC?

ARC stands for **A**tari **R**edemption **C**ertificate. You can use these certificates to save on the latest Atari video games and other terrific Atari products. And ARCS are also your key to special Club offers and privileges — like previewing new Atari games before they're released to the general public, or the chance to win fantastic prizes in special ARC contests.

How Can You Get ARCS?

Lots of ways! You'll get ARCs as a bonus when you renew your Club membership — new members get some as a bonus for joining. You could earn more ARCs by becoming a Cub Reporter or Game-Grams Contributor for **Atari Age**. You might even win them in Club contests.



THE CLUB

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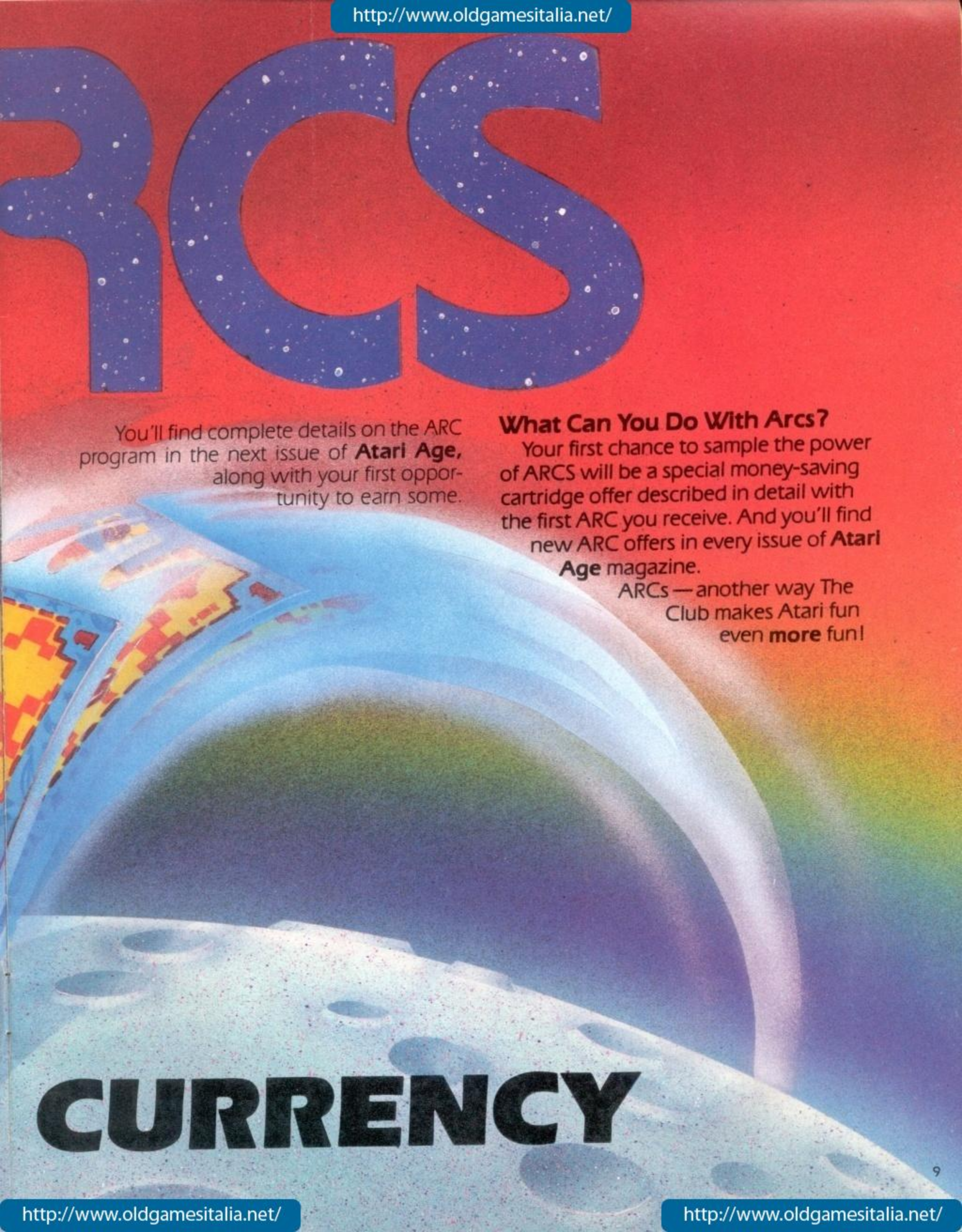
ARCS

You'll find complete details on the ARC program in the next issue of **Atari Age,** along with your first opportunity to earn some.

What Can You Do With Arcs?

Your first chance to sample the power of ARCS will be a special money-saving cartridge offer described in detail with the first ARC you receive. And you'll find new ARC offers in every issue of **Atari Age** magazine.

ARCs — another way The Club makes Atari fun even **more** fun!



CURRENCY

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CES Report

CES — the Consumer Electronics Show. As little as five years ago, the spotlight at this twice-a-year exhibition was on the latest in stereos and color televisions. Today, these items still have their place, but the focus has shifted dramatically to the computer world. The talk of the show is hardware and software, bytes and disk drives, video games and home computer applications. And leading the industry at Summer CES in June was Atari, with two people-packed exhibits and literally dozens of astounding announcements. On these two pages, we've tried to capture a taste of the Atari excitement unveiled at CES.

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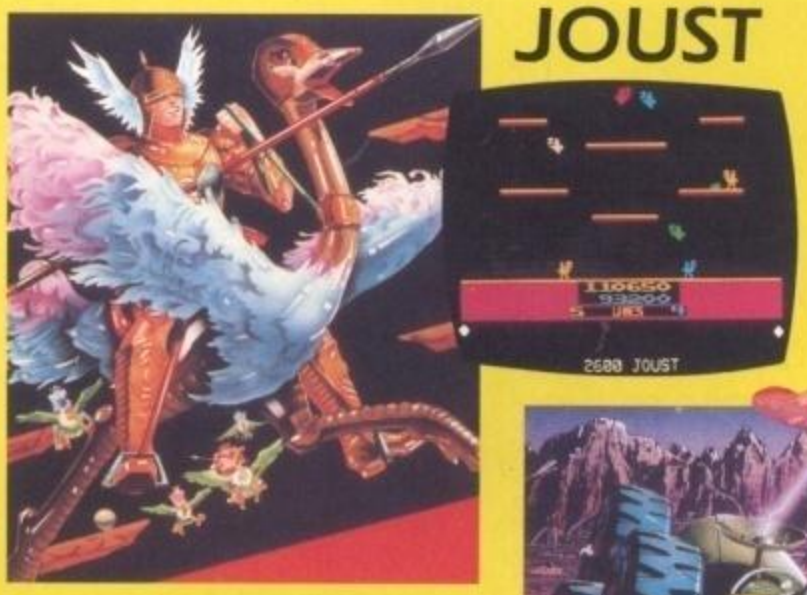
COMING ATTRACTIONS

HOT NEW GAMES INTRODUCED AT CES

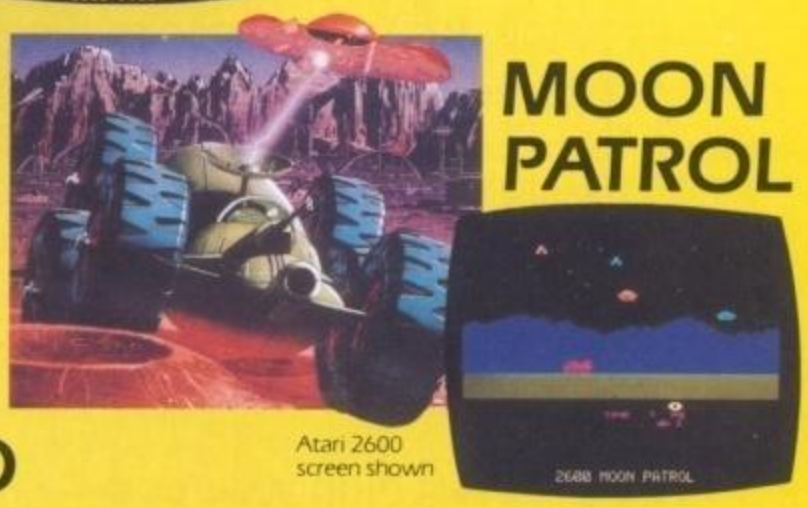
Atari introduced an incredible 28 new games for the 2600 and 5200 systems at Summer CES, including adaptations of several hot arcade hits. Some of these are already available in this issue of **Atari Age**, including **Pole Position** and **Battlezone**. Here's a glimpse at some of the other arcade titles on their way to your home in the months ahead.

JOUST



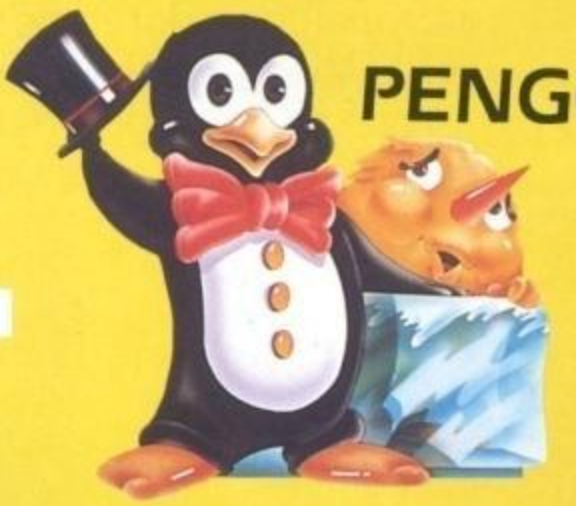
Atari 2600 screen shown

MOON PATROL

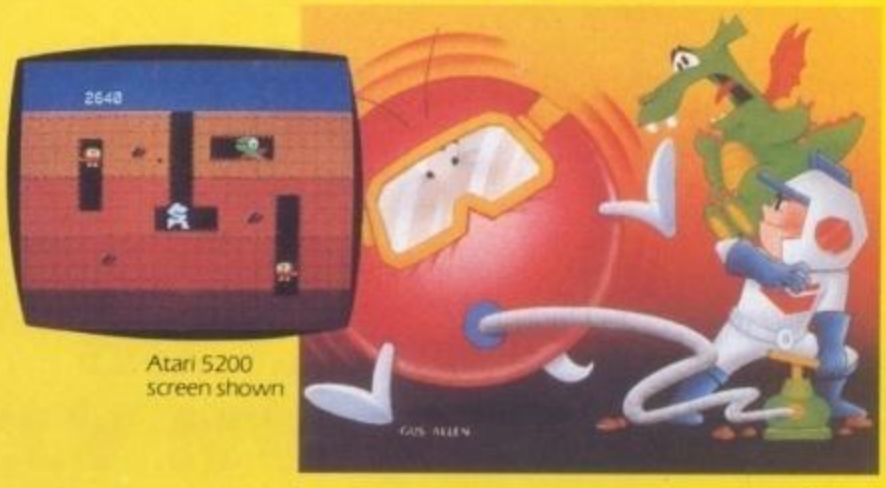


Atari 2600 screen shown

PENGO



DIG DUG



Atari 5200 screen shown

Also coming for the Atari 5200:

XEVIOUS **TEMPEST**

ROBOTRON: 2084

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ATARI INTRODUCES FOUR NEW HOME COMPUTERS

Atari took a bold step forward in its home computer line by introducing four new home computers at the Consumer Electronics Show. They range from the 600XL, with price and features which make it very attractive for beginning computer users, to the very sophisticated 1450XL, which comes complete with 64K memory and a built-in disk drive, direct connect modem, and speech synthesizer!

An extremely important consideration in developing these new computers was full system compatibility. This means that the full range of programs and peripherals will work with all four new models, and with the 400, 800, and 1200XL models already in distribution. Not only does this ensure a tremendous variety of software availability, it also allows users to trade up in the future to a more advanced basic computer, without sacrificing the investment they've made in Atari hardware and software.

Here are the new models in a nutshell:

600XL:
- 16K RAM (expandable to 64K)
- Full-stroke keyboard
- Built-in ATARI BASIC programming language
- 256 colors, 5 text modes, 11 graphic modes, and 4 sound voices
- HELP key and self-test diagnostics

800XL includes all features of 600XL plus:
- 64K RAM
- TV and monitor outputs

1400XL includes all features of the 800XL plus:
- 4 programmable function keys
- Built-in modem
- Built-in speech synthesizer

1450XL includes all features of the 1400XL plus:
- Built-in double-sided dual-density disk drive
- Diskette storage space

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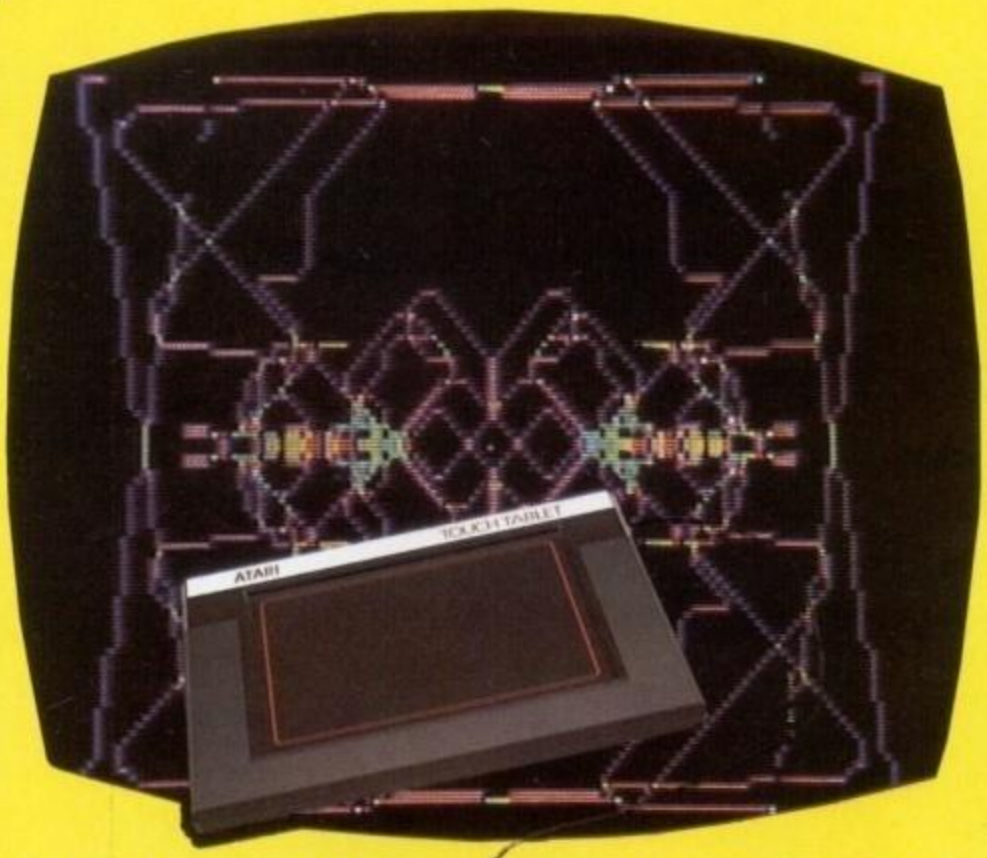
LIGHT PEN AND DRAWING TABLET MAKE COMPUTER ART FAST AND FUN



Atari is making it easier for all of us to explore the eye-popping world of computer graphics. At CES, the company introduced reasonably priced versions of two devices which have traditionally been available only as expensive tools used mostly by professional graphic artists — the Light Pen and the Touch Tablet controller.

The Light Pen, designed and developed for Atari by Steve Gibson, allows the user to interact with the computer by simply pointing the pen at the TV screen. This capability can be used in programs to allow users to make selections directly from the screen, without ever touching a computer key. But probably the most exciting use of the Light Pen is in creating computer graphics.

As demonstrated to admiring crowds at CES, the Light Pen can be used to "draw" directly on the TV screen. Lines and colors appear instantly on the screen, and the pictures created can be changed over and over again, then saved with cassette recorder or disk drive for future enjoyment or incorporation in a program.

The Touch Tablet also has dual use as a program input device or a graphics tool. The operator merely puts the stylus (supplied with the tablet) or a finger on the tablet's flat 4½ by 6 inch active area, and draws designs and images which are displayed on the TV screen. There are three pushbutton switches, two on the tablet and one on the stylus which can be used as fire buttons or for menu selection input, start/stop line drawing, or other programmable functions.

Cartridge-based graphics software will be packed with the Touch Tablet. Among the features of this software will be over 150 colors and patterns, selectable brush widths, and an easy-to-use menu system for making program choices.

PLAYERS WILL HAVE THEIR HANDS FULL WITH NEW PRO-LINE CONTROLLERS

Atari demonstrated the full line of PRO-LINE controllers at CES. There was one surprise addition to the system — a revolutionary controller called the Space Age Joystick. It features an 8-position joystick on top of a pistol-grip firing device. Extensive testing shows that the trigger-style action of the Space Age Joystick is less tiring to use than controllers with conventional fire buttons.

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TAKE CONTROL!

ATARI PRO-LINE CONTROLLERS SEND SCORES SOARING!

ATARI 2600 SPACE AGE JOYSTICK

- Unique pistol grip contour
- Quick, reliable self-centering stick action
- Fast-action trigger-style fire button
- Perfect for left- or right-handed players

SPACE AGE JOYSTICK (single) Item Code A73
Club Member Price:
$14.95 ea

BUY A PAIR AND SAVE!

SPACE AGE JOYSTICK (pair) Item Code A74
Club Member Price:
$26.95

2600 PRO-LINE JOYSTICK

- "Human-engineered" design fits the shape of your hands
- Incredibly responsive joystick control
- Slim shape virtually eliminates tired hands
- Two fire-buttons for easy play by left- or right-handers

PRO-LINE JOYSTICK (single) Item Code A75
Club Member Price:
$19.95 ea

BUY A PAIR AND SAVE!

PRO-LINE JOYSTICK (pair) Item Code A76
Club Member Price:
$35.95

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YOUR TURN

There's nothing like sitting in the sun on a warm summer afternoon, a glass of lemonade in one hand and a joystick for a paperweight, reading through boxes and boxes of mail from our legion of loyal Cub Reporters. Here's the latest, literally red-hot contributions. If you'd like to add your own distinctive dash of creativity, the address is Atari Age, Your Turn Dept., 1700 Walnut Street, Philadelphia, PA 19103. A free game cartridge goes to the contributor of each item we print.

A SIX-PAC OF PAC-MAN JOKES

What is Pac-Man's favorite TV show?
The Pacs of Life

What is Pac-Man's favorite movie?
The Hunchpac of Notre Dame

from Barry J. Finck
Harrisburg, PA

What is the Ghosts' least favorite music?
The blues

What's Pac-Man's favorite restaurant?
Pac-Donalds

What's Pac-Man's favorite candy?
Tic-Pacs

Where do the Ghosts go on vacation?
To the Pokey-nose

from John Janda
Bridgeport, CT

NOT MY DAY

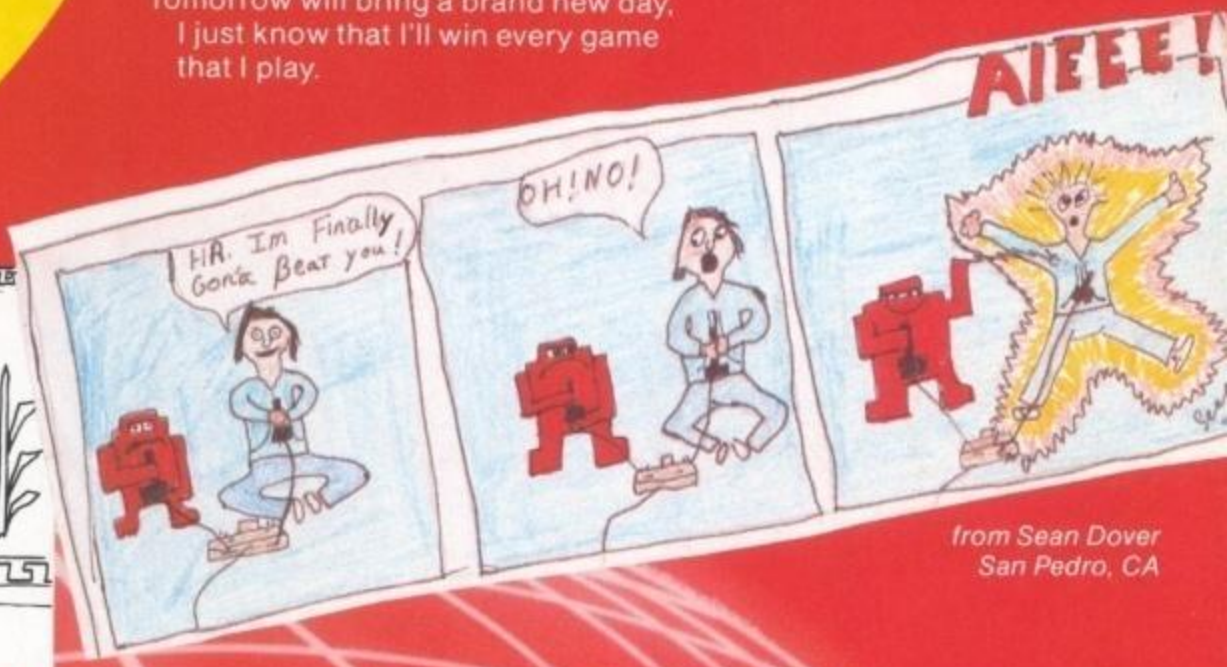
from Robert E. Steiner
Alta Loma, CA

I played my Atari but it wasn't my day,
The ghosts in my Pac-Man all got away.
My soccer players kept losing the ball,
And in *Breakout* I just couldn't break through the wall.
The *Space Invaders* landed their force,
The *Asteroids* blew up my ships of course.
I couldn't break a code no matter how hard I tried,
My *Combat* team just up and died.
Well I've finally had it, I lost my last fight,
So I'm putting my Atari away for the night,
Tomorrow will bring a brand new day,
I just know that I'll win every game that I play.

SPECIAL THANKS,

kudos, felicitations, and a tip of the hat to these Club Members for their outstanding Cub Reporter contributions: Kim Eng Yeo, Jamaica, NY; Rob Johnston, Upper Marlboro, MD; Angie Singleton, Chandler, IN; Jeff Verdoin, Grand Haven, MI; Mario Rozzi, St. Clair Shores, MI; Velma Young and Dora Miller from Rochester, Ohio, for the photo of them in their superb Pac-Man and Ms. Pac-Man outfits; and a young computer cartoonist named Lukin from Staten Island, NY.

from David Dawson
Tulsa, OK



from Sean Dover
San Pedro, CA

...AND NOW BACK TO OUR FEATURE MOVIE... "ACES OF THE AIR".
TIGER LEADER TO TIGER ONE. STAY IN FORMATION. OVER.
ZIPP!
TIGER LEADER, TIGER ONE. WHAT'S YOUR PROBLEM? OVER.
ZOOM!
HARRY! DID YOU TURN OFF THE ATARI BEFORE YOU STARTED WATCHING THAT MOVIE?
ZWAP!

from Jim James
Orlando, FL

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DEFENDER

One of the most popular games ever released for the Atari 2600 system is the award-winning *Defender*. Dozens of members have sent us terrific tips and tactics for high-scoring play, and we've chosen the best of them for this Master Strategy Guide. We're even revealing, for the first time anywhere, the key to unlocking the "secret message" of *Defender*.

You'll find a Master Strategy Guide for a different Atari game cartridge in each future issue of *Atari Age*, so send us your best gameplaying pointers—the address is The Atari Club, Master Strategy Guide Department, 1700 Walnut Street, Philadelphia, PA 19103. As always, there's a free Atari game cartridge for each contribution we publish.

"Playing Possum" Baffles Baiters

If a baiter is above you and your spaceship is stationary, the baiter will land on top of your ship without destroying you. This trick can help if the baiter is "on your tail."

Thomas Greenberg
Rockville Centre, NY

Fire Control

Your laser can be "guided" after it is fired by moving the joystick up and down. I use this method to destroy baiters.

David Lui
Middlebury, CT

What Happened to Hyperspace!

For some reason, you cannot enter hyperspace while carrying a humanoid. I lost many ships finding this out.

Jeff R. Wood
Ione, CA

When the Chips are Down

I have found out o*Defender* that if you g all the way up to th top of the screen unt your ship disappears you can go to the kit chen and get som chips or a drink an come back to pla Atari without gettin any ships killed. Yo can also go beneat the city (on the bo tom) without gettin ships killed.

Mike Nee
Lawton, O

EDITOR'S NOTE: B sure to eliminate an landers before you tr this—otherwise the will snatch all your re maining humanoid while you're away.

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Mutation Information

On fast waves, if a lander kidnaps a humanoid at the very edges of the scanner, let him mutate. He'd probably be mutated already by the time you got there anyway.

Romeo Casiple
Houston, TX

Pod Position

Players should shoot pods from the right part of the screen (shooting toward the left), because most of the time the swarmers will not appear as close to the player as when the pod is shot from the left side (shooting toward the right).

Stanford Linn
Greensboro, NC

More Right Advice

When you're in the hard waves, keep your ship on the right side of the screen. When you're on the right, swarmers, mutants, and baiters can't sneak up behind you. When you're on the left, they can.

Alex Northington
Hampton, VA

The Secret Revealed!

I found "BP" in *Defender* and know how to get it regularly. What you do is in wave 25, catch a humanoid and hover at about the height where a ship appears when you either finish a wave or get destroyed. Move the ship up and down to find the correct spot. When you find the spot, all the aliens will turn to "BP."

Todd Connor
No. Oxford, MA

EDITOR'S NOTE: The height you need to hit is actually the 25th line of vertical resolution from the bottom—another example of the programmer using his lucky number 25. Don't worry too much about hitting the proper height exactly, though—you can fly up and down until you find it.

The More the Merrier

If at all possible try not to take on a baiter or a swarmer without a lander nearby. If you don't have a lander nearby (within sight on the screen), then the baiters and swarmers both move very fast—faster than if they were with a lander.

Thomas Campbell
Walton, KY

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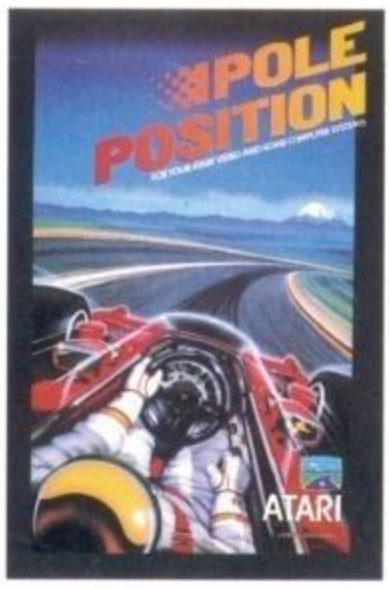

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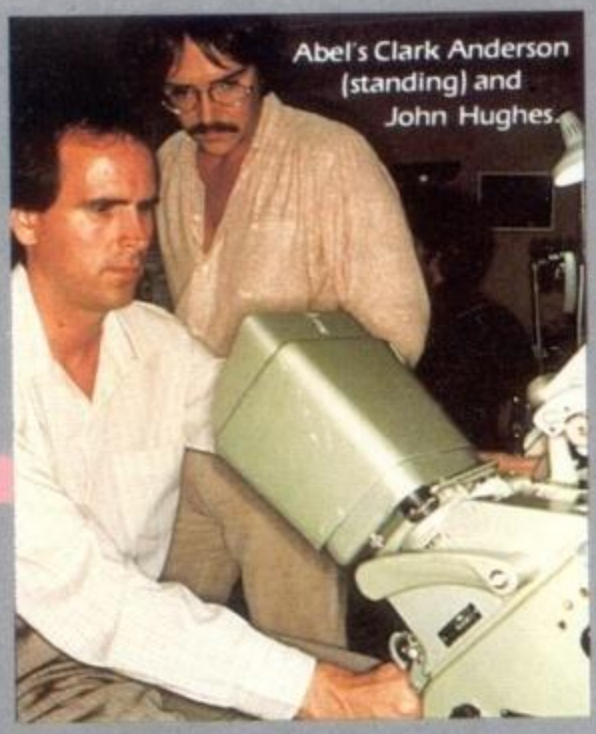
The Making of a High-Tech Ad

To sell this year's model, you can't use last year's commercial.

by Michael Rozek



Abel's Clark Anderson (standing) and John Hughes.

It begins like any television commercial: a simple film of real life. A designer of video games, played by actor Rod Davidson, sits in his office. He is swiveling in his chair, musing.

"I'll have a fly," he says suddenly, "a mutant fly." And with that, a huge, flying object that resembles a video-game creature looms in the air before him—buzzing and pulsating in a graphic fever.

"Hello, Yar," Davidson says calmly, naming the fly. "You'll need some weapons." With this, the weapons—blades of flickering light—appear. "Because you'll have a formidable enemy—the Qotile."

Directly in back of Davidson, the Qotile sneaks into view. And suddenly a battle erupts: Yar versus the Qotile, both streaking, shooting, bursting with color and motion above, below, and behind.

It's all part of a new, two-minute commercial that Atari has produced for movie theaters. If the spot is as successful as the company hopes, it will move you to buy three new Atari products (including the game Yars' Revenge).

The company that produced the ad for Atari is the Los Angeles-based studio Robert Abel and Associates. When you visit Abel's shop, you see all the signs of a breakneck pace: 30 phone calls to the switchboard in 10 minutes, couriers to Tokyo cooling their heels as rush deliveries are hurriedly packaged. The demand for this work is high, even at an average cost of $100,000 for a 30-second spot. As Bob Abel himself explains, "Firms have new technology to sell, and they realize they can't use an old-looking commercial to sell it."

Two of the Abel staffers behind the Atari commercial were designer-director Clark Anderson and codirector and technical expert John Hughes. "The Atari storyboard as we first received it was conceived in very flat terms," says Anderson. "But we knew we had a big theater screen to work with—twice as wide as it was high. And we have the E&S [Evans and Sutherland] machine, which we use to choreograph computer graphics to give an illusion of three dimensions." So Anderson redrew the storyboard to show what the team at Abel could do. "I knew that the game elements the character was creating would be more interesting if they were flying at him, or around him, rather than just happening in front of him."

Next the Abel team constructed an animatic: a full-perspective mock-up of the commercial displayed on the system's high-resolution, black-and-white video screen. Explains Anderson: "In a commercial as complex as this, our pacing, timing of pictures to words, and camera angles all must be set in advance. That's what the animatic shows us."

To create the animatic, the Abel staffers must enter line drawings represent-

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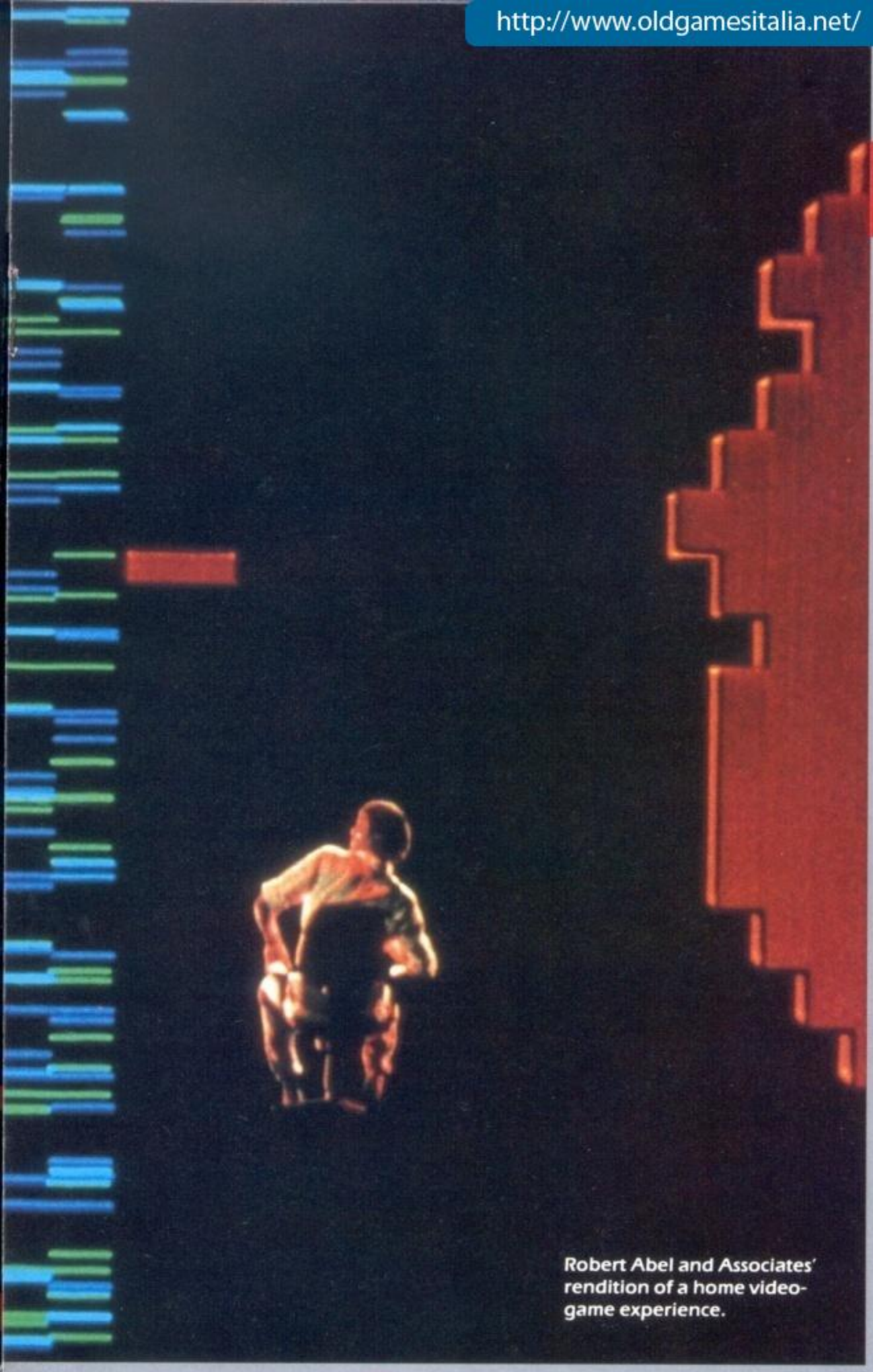

Robert Abel and Associates' rendition of a home video-game experience.

ing the elements in the commercial (including a simple outline of the actor and his chair) into the E&S computer. A drawing of a particular object can be placed atop a data tablet—an electronic drawing table—linked to the computer and outlined by hand with a special stylus. Some shapes are easier than others. "To express a square, for example," says Anderson, "I'll mark its four corners with the stylus. For drawing in three dimensions, I mark points for three views—side, top, and front." Some shapes, as Hughes notes, are created by typing commands on the computer's keyboard: "With our software, if an object has curved surfaces, it's easier to create it mathematically."

Once an image appears on the video screen, Anderson and Hughes can move it around with a joystick or a series of knobs. "Motion-control cameras can only physically pitch and yaw a given distance," says Anderson, "but once you take choreography completely into the computer, you can fly objects on-screen all over the place and not worry about tangling up wires and equipment."

With the animatic as a guide, the elements for the final, on-film shoot are assembled. First, Abel's older, motion-control cameras are used to photograph the logo and titles. The camera slides toward or away from the titles on a track up to 50 feet in length. The titles themselves are positioned on a light box, which can move in the same roll-pitch-yaw configuration as the creatures on the video screen ("It's run by the same software," explains Hughes).

Then, in another room, the resulting footage may be streaked—the industry's word for the time-exposure technique that can make a network logo look like it has a vapor trail. "It's simple," Anderson explains. "You open the lens of your camera partway while it's moving, smearing the image."

What about filling in all the objects outlined by the computer? Abel's vector-graphics system produces only white lines, not solid areas, so the computer is instructed to display a thicket of tightly packed parallel lines that, at a distance, resembles a solid shape. Then there is the task of adding color and shading to all these lines. "For most of the Atari job," says Hughes, "we simply placed color filters between the video screen and our thirty-five-millimeter movie cameras."

Finally, it's time to film the live-action part of the commercial. For the Atari spot, the live action was filmed in front of what appeared to be a blue, 40-by-60-foot light box turned on its side so the background could later be dropped out.

"In the finished spot, the animated effects would be zooming around the

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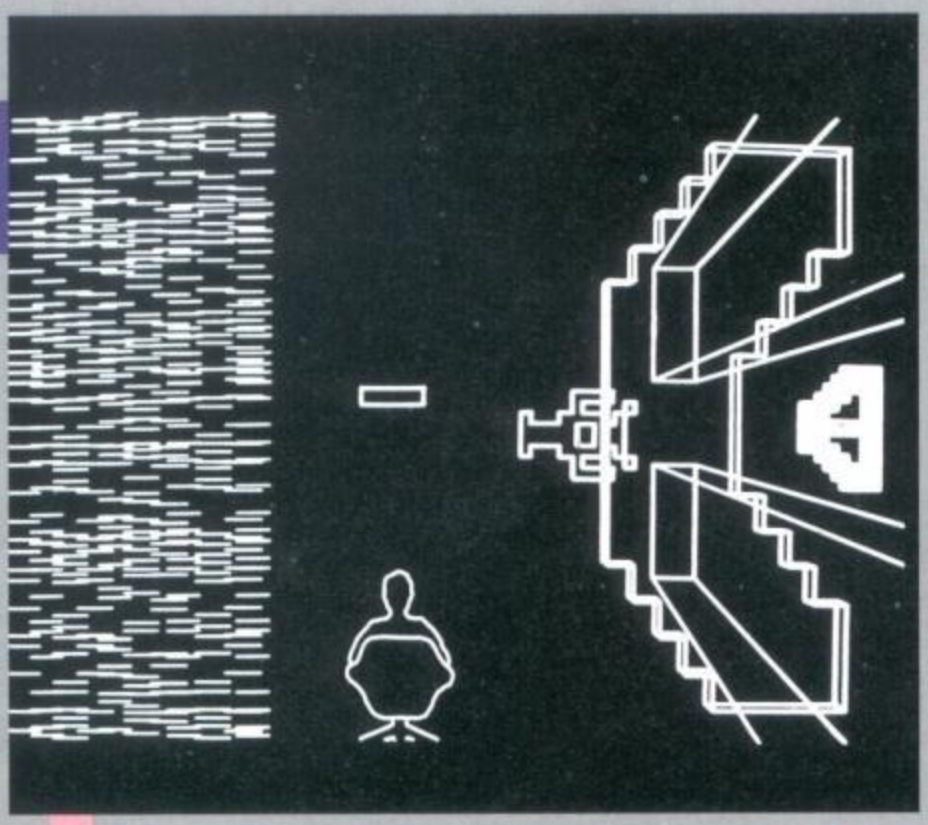

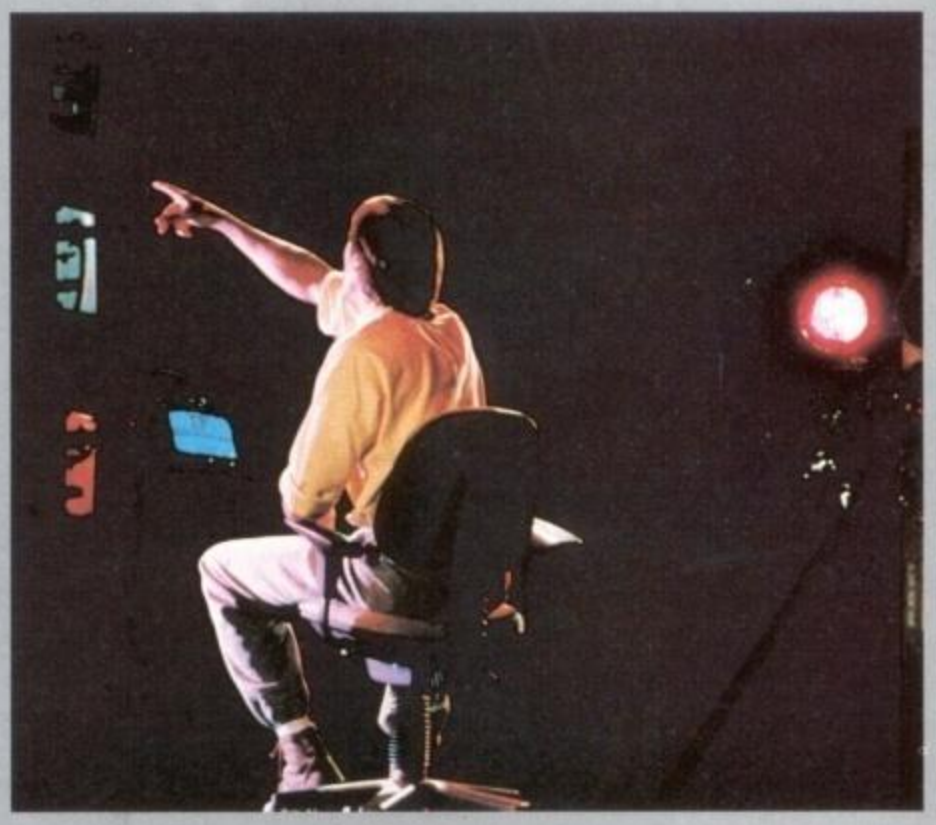

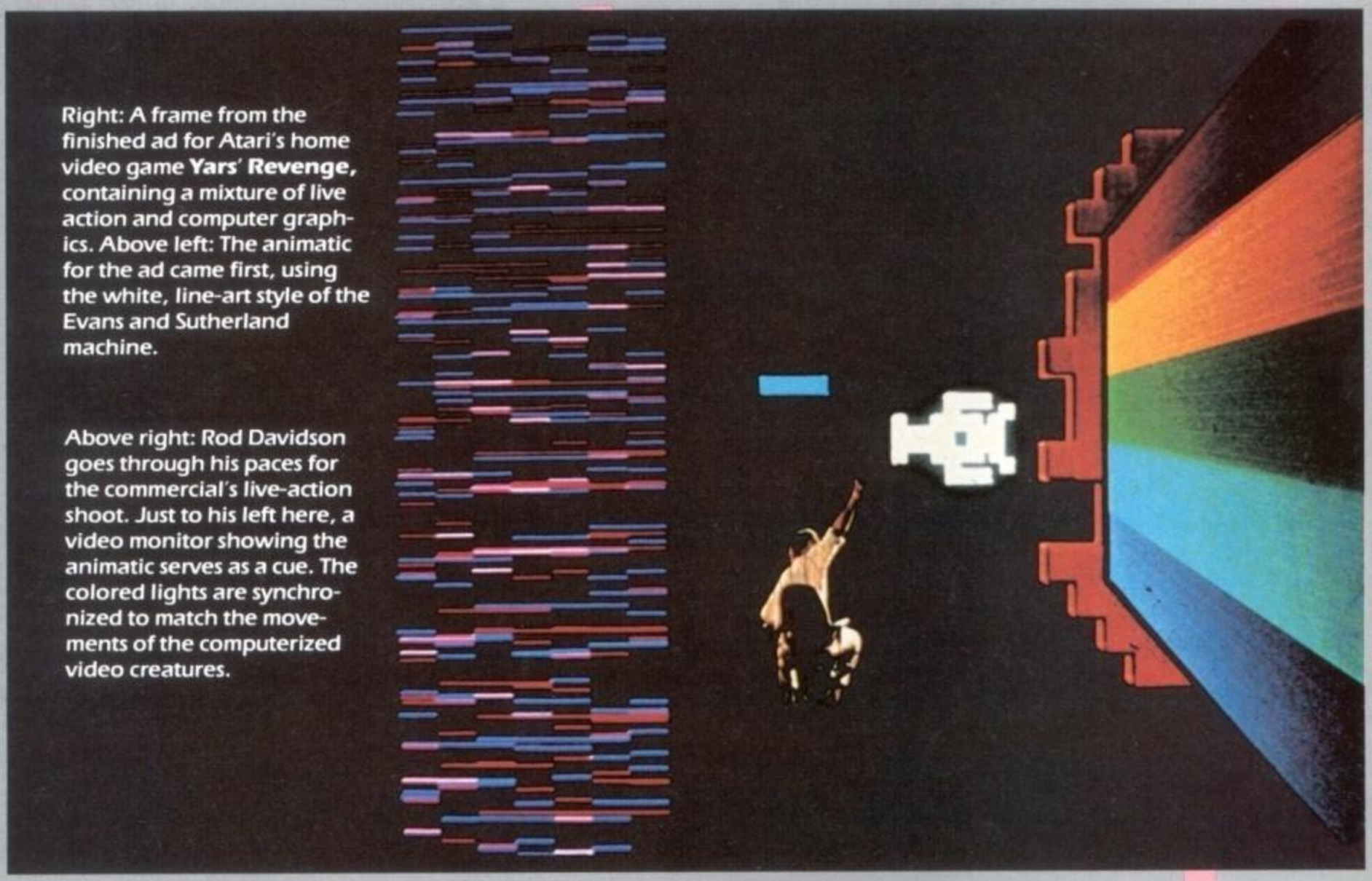

Right: A frame from the finished ad for Atari's home video game **Yars' Revenge,** containing a mixture of live action and computer graphics. Above left: The animatic for the ad came first, using the white, line-art style of the Evans and Sutherland machine.

Above right: Rod Davidson goes through his paces for the commercial's live-action shoot. Just to his left here, a video monitor showing the animatic serves as a cue. The colored lights are synchronized to match the movements of the computerized video creatures.

actor," notes Anderson, "so as we shot him live, we also had to throw light on him from different directions. To pull this off in the commercial, we used a system of computerized lighting cues, like the systems used at large rock concerts. It coordinated eighty lighting events in two minutes." For cues, the actor watched the animatic on a hidden video monitor. "It took three days to coordinate all of it and program the lighting," says Anderson, "but we did the actual shooting in one day." After the matting process blended the synthetic and live-action footage, all that remained was to add the sound effects, make prints, and then produce copies.

"But the technology is not in charge here," says John Hughes emphatically. "All of the power is where it should be, with the designers."

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Game-Grams

Dear Atari Club,

I own an Atari Video Chess *cartridge and found it's a lot of fun, but I also found out it "cheats." To verify my case, just select difficulty 6 or 7. This works best when you set it up at night. Keep your Atari on and your TV set off. Next morning turn your TV on. You will find 95% of the time the computer moved not only a few of its pieces, but a few of your own too.*

Salim Bhaloo
Bryan, TX

Remember the story of The Shoemaker's Elves? After reading your letter, we expected to find some of those little gremlins at work on your Atari unit. But when we tried it, we found out that you're absolutely right—the cartridge cheats! You can't blame it really—if someone left you alone in the living room all night with a chessboard, you'd probably move some pieces yourself, just to relieve the boredom.

—Editor

Dear Atari Club,

In your "Inside" article in the September/October issue, you showed the insides of an Atari cartridge. All the cartridges are made the same way, so why is there such a difference in the price?

Carl Carroll
Cocoa, FL

Your simple question calls for a fairly complicated answer. Start with the fact that, despite appearances, not all cartridges are made the same. Some games require more memory than others—this means that they must have a larger capacity ROM chip to store information, and more capacity means a more expensive chip. The amount of research and development it took to create the game can also have an effect on its price.

Another factor to consider is licensing fees. When Atari wants to create a home version of an arcade video game, or base a game cartridge on a movie or television show, they negotiate an agreement with the company or individual controlling the rights to the game or characters involved. Atari agrees to pay a percentage of their income from the cartridge sales to the licensor, and this affects the selling price of the game.

—Editor

Dear Atari Club,

My mother just brought up a point. She noticed that after a couple of days I had read everything in the magazine. So now I wait a month and a half for the next issue. I think your magazine is great and I think a lot of other club members do too. Could you consider issuing it every month?

Mark Gales
Farmington, CT

Before I answer, I'd like to assure our other readers that I have never met Mark, we're not relatives, and I didn't bribe him to say those nice things about the magazine. I would like to thank him, though, for his kind words, and take the opportunity to thank everyone else who has taken the time to tell us to "keep up the good work." Your praise means a lot to us here at HQ.

As to coming out monthly...well, you never know. There is so much happening at Atari at this point, it's getting harder and harder to cover it all in a bimonthly magazine. So far, our response has been to add pages. Those of you who were with us at the beginning will remember the first few 16-page issues. You're now holding our first 36-page issue in your hands. Not bad for just over a year!

And frankly, before we consider the move to one-a-month, we have to get back on schedule! I wish we could lay the blame on your trusty mailman, but the truth is, we've had some delays in the past few issues, due mostly to some recent staff changes. Right now we're running like mad to get back to on-time delivery—then we'll talk to the people counting the money about turning *Atari Age* into a monthly.

—Editor

Dear Atari Club,

I have written about 63 questions, all different. Why haven't any of my questions appeared in your magazine under Game-Grams? Also, what happened to Flag Capture?

Joe Shake
St. Louis, MO

As Atari keeps introducing new games and discovering ways to squeeze even more performance out of the VCS unit, some older titles have to be dropped from the catalogue. *Flag Capture* was a victim of old age—in the video game world, five years is an eternity!

As to why your questions have never appeared, just compare the number of questions we have space to answer in this column with the 5,000 plus pieces of mail we receive each month, and you'll have your answer. On the other hand, here you are in Game-Grams, so there must be hope! Enjoy your free cartridge!

—Editor

LET US HEAR FROM YOU, CLUB MEMBERS

Send your questions and comments about Atari games to Editor, **Atari Age**, 1700 Walnut Street, Philadelphia, PA 19103. If we print your letters in the magazine, we'll send you an Atari Game Program cartridge of your choice.

SOLUTION SECTION

Attention, Centipede smashers! We have the results of the bug-blasting Atari Club Centipede Contest which appeared in the March/April issue. There were dozens of entries tied at the top score of 683 points. Out of these, we drew our first prize winner—Joe H. Lucius of Inola, OK. His winning sequence: G,L,M,C,D,E,A,H,N,F. His prize: an Atari 1200 Home Computer. Nice shooting, Joe! Second prize of 10 game cartridges goes to Chris Raess of Mt. Prospect, IL. The rest of the winners will be notified individually by mail.

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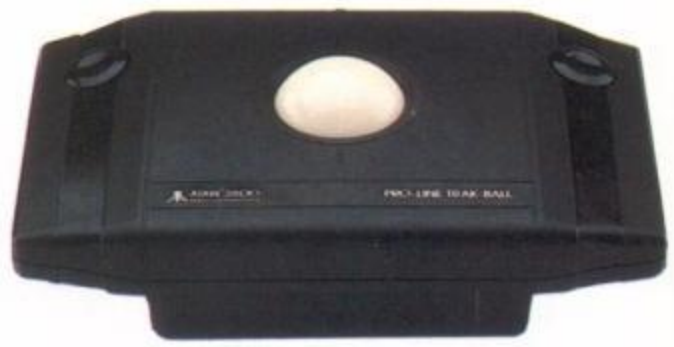

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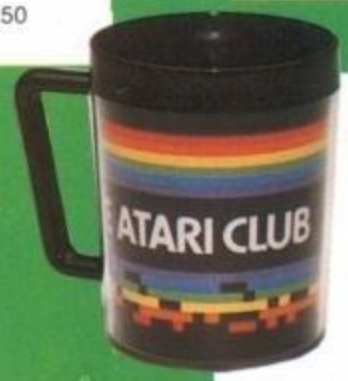

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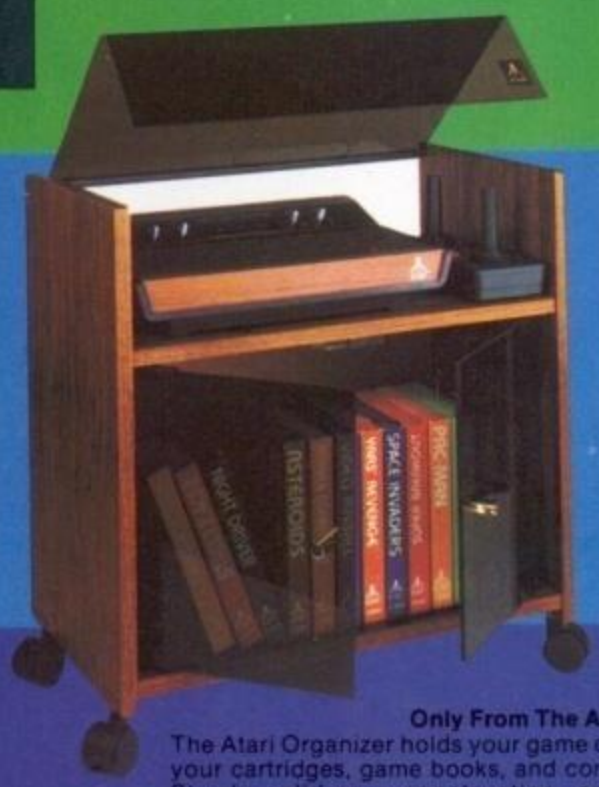

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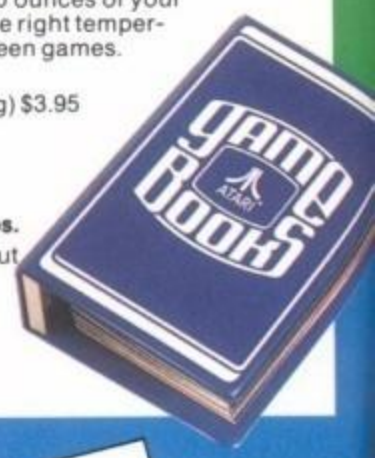

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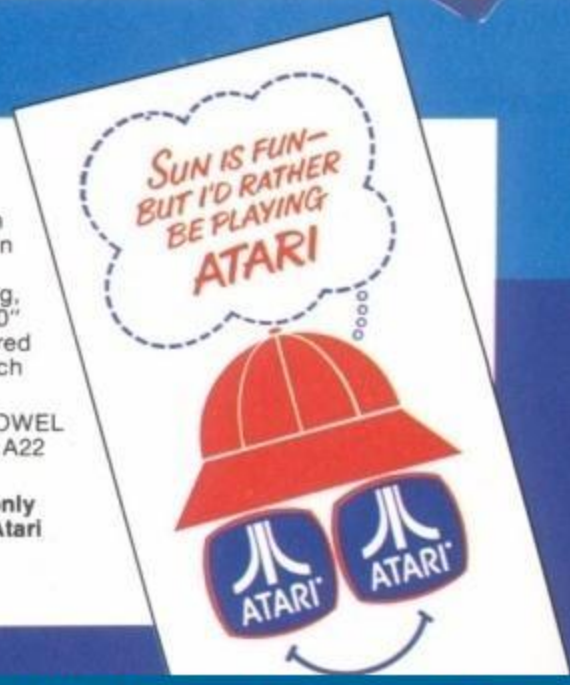

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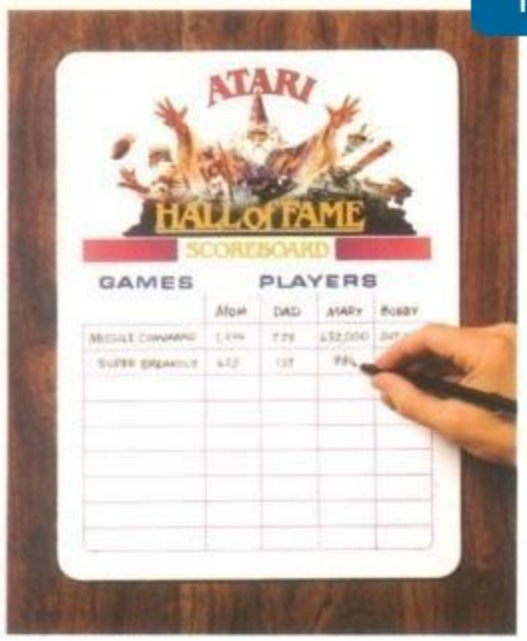

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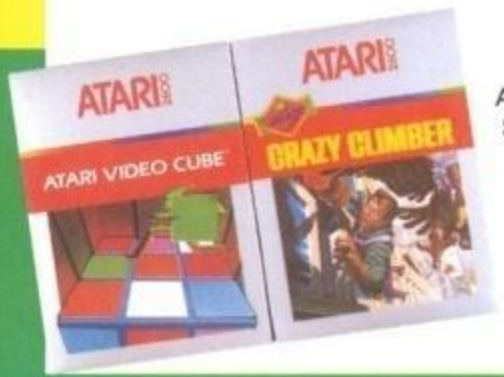

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Critics' Choice

We're introducing an exciting new feature in this issue of Atari Age —"Critics' Choice." We will choose one of the best cartridges from the Atari game library, reprint the comments made by independent magazine reviewers, and offer Club Members the selected cartridge at a very special price for a limited time only.

Our first Critics' Choice cartridge is *Berzerk*. Originally released in Fall '82, *Berzerk* is a wonderful recreation of an all-time arcade classic.

The game is a space-age shoot-out on the distant planet Mazeon. You are a prisoner, trapped in a maze where the walls are deadly to touch. Grim robots hunt you relentlessly. You must pulverize them with your laser gun before they eliminate you with theirs. And there's even more danger in the form of Evil Otto, who looks like a bouncing smiling face, but attacks without mercy, and kills on contact!

BERZERK

Electronic Games Magazine

1983 ARCADE AWARDS—Certificate of Merit Winner

"It was a happy day for gamers when Atari announced it was bringing Stern's *Berzerk* to the home screen. But that joy was nothing compared to the glee with which arcaders greeted the actual arrival of this flicker-free maze shoot-out."

Games Magazine

"This is by far the most faithful translation of a popular arcade game for the VCS."

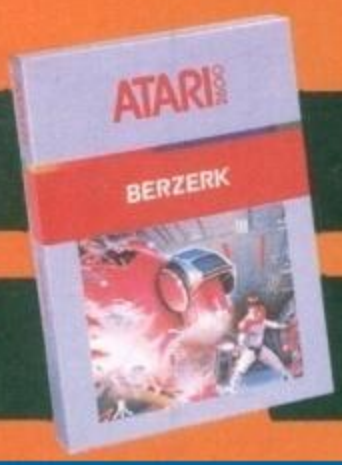
Joystik Magazine

★★★★(FOUR-STAR "GREAT" RATING)
"An excellent adaptation of a classic arcade game...a winner."

Video Games Magazine

"The best thing about it is its 12 variations, one of which allows you to go at it with Evil Otto, as in Berzerk's arcade sequel Frenzy. Admittedly, Berzerk lends itself to the VCS; this is more the reason to buy it."

Offer expires September 30, 1983. —Order Today!



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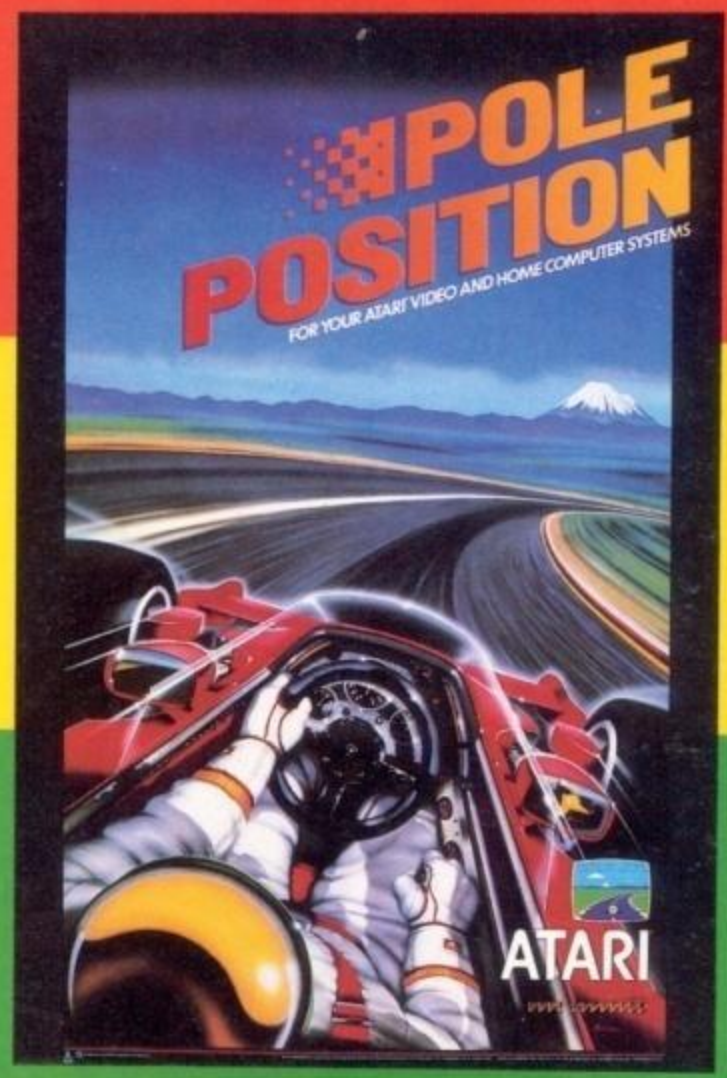

Order Atari 2600 or Atari 5200 POLE POSITION from the Atari Club— get this big 24" by 36" poster **absolutely free!**

See details on page 19.

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SWEEPSTAKES

"SEND US YOUR FACE"

The incredible Cosmic Contestamatic Binhopper lay waiting, overflowing with more entries than the Galaxy had ever before witnessed. Editor, powerful muscles rippling from forefinger to elbow, plunged his hand into the teeming mail-strom. Deftly plucking out an envelope, he tore it open and pulled out a photograph. That face—human, yet somehow more than human. By the glowing gods of Gornisht, it was an Atari Club member! Surely, this was a face that must be shared with the world!

What! Oh, the sweepstakes? Sorry, I got carried away... guess I've been spending too much time with our friends at DC Comics. But I *was* explaining this issue's sweepstakes. You see, we are going to make three Atari Club members famous by including them in a real DC comic book! All you have to do to enter is send us a clear photograph of yourself. It can be any size, in color or black and white. Sorry, none of your photos can be returned.

On October 15, 1983, your own true editor will grab three envelopes from all those received by September 30, rip those entries open and, as long as the photos contained therein are clear enough to work from, personally deliver them to the merry crew at DC Comics. The DC gang will draw our winners into a future issue of the Atari Force comic book—they'll be famous! And to help them answer all the fan mail they'll get, we'll toss in the Atari Writing System—that includes a brand new Atari 600XL computer, the Atari 1027 Letter Quality Printer, and the AtariWriter word processing system. Not only that, but we'll frame the panels of original artwork depicting our winners and give each of them one to keep!

We'll pick out another 10 envelopes at random as second prize winners, and 200 more for third prize. Sorry, no fame for second and third prize winners—just Atari goodies.

Three *FIRST PRIZES*!

Appearance in an Atari Force comic book!
A framed panel from the comic!
An Atari 600XL computer complete with word processing system!

Ten *SECOND PRIZES*! Trak-Ball Controller for the Atari 2600 or 5200 System

Two hundred *THIRD PRIZES*! *Atari Video Cube* game cartridges!

OFFICIAL RULES

1. *No purchase necessary to enter.* Simply print or type the information requested on the official Atari Club Sweepstakes Entry Form (see reverse side of this page) or on a 3" x 5" card and mail it along with a clear photograph of yourself to SEND US YOUR FACE SWEEPSTAKES, P.O. Box 5068, Clifton, NJ 07015.
2. Send as many entries as you like: one entry per envelope. Entries must be received by September 30, 1983.
3. Winners will be selected in random drawings conducted by the Editor of *Atari Age* whose decisions are final. All prizes will be awarded. Only one prize per family. There are no prize substitutions permitted, nor are the prizes transferable. Taxes on prizes are the sole responsibility of winners. Odds of winning depend on the number of entries received. Prize winners will be required to sign an affidavit of eligibility and release which must be returned within five (5) days after being notified of winning. Winners, by submitting their photos, hereby grant permission to Atari, Inc. and *Atari Age* and DC Comics to use their name, city and state and/or photograph for publication in connection with this sweepstakes and similar promotions without additional compensation. Additionally, Atari, Inc. and D.C. Comics, Inc. reserve the right to reproduce in whatever manner they see fit the likeness of any entrant in this sweepstakes without restriction. All photographs become the property of *Atari Age* and none will be returned.
4. Sweepstakes open only to U.S. residents except employees (and their families) of Warner Communications, Inc., its advertising agencies, subsidiaries, or affiliates. This Sweepstakes is subject to all Federal, State, and local regulations. Void where prohibited or restricted by law.
5. For a list of winners, send a stamped self-addressed envelope to Winners List, The Atari Club, 1700 Walnut Street, Philadelphia, PA 19103. Also, the results will be published in the January/February 1984 issue of *Atari Age*.

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COIN VIDEO ATARI CORNER

STAR WARS

You knew it was here, somehow—you felt the tremors in the FORCE. And now, from the Atari galaxy, the most exciting coin video game of the year has arrived—**STAR WARS!**

Grasp the custom controller with both hands and fly off into a life-and-death battle with the forces of the EMPIRE.

First you must fight DARTH VADER and his legion of TIE-FIGHTER pilots in a laser-charged battle above the threatening DEATH STAR.

Survive this onslaught and you swoop down to the DEATH STAR surface, darting between laser towers and bunkers, trying to knock out as many tower tops as possible. Then it's into the trench, in a thrilling reenactment of LUKE SKYWALKER's climatic race to bomb the DEATH STAR's single weak point.

The graphics in **Star Wars** are incredible—bright color Quadrascan images which move in perfect perspective as you soar over, under, around and through fighter-to-fighter combat and the armaments of the DEATH STAR itself.

And the voices! Atari has used the most advanced sound synthesis chip technology to perfectly recreate the voices of the movie. You'll hear Luke say, "R-2, try and increase the power!" as you careen through the trench. The voice of DARTH VADER menaces—"I'm on the leader." Finally, as the DEATH STAR blows up in a kaleidoscopically colored explosion, OBI WAN KENOBI reminds you that "THE FORCE will be with you...always." It better be—there are new, even harder DEATH STARS to conquer as you make your way toward JEDI mastery in Atari's extraordinary **STAR WARS** coin video game.

Arabian

Atari has taken a page from the 1001 Tales of the Arabian Nights for this new coin video game. In fact, they've taken four entire chapters—four different exciting episodes to challenge a fast-running, kicking and jumping little prince in **ARABIAN.**

Evil genies in brass jugs, swooping roc birds, and purple ghostlike creatures called "oscars" threaten the Arabian on every page of the story. He begins his journey at the bottom of a ship, trying to climb to the top of the mast while collecting jugs and evading his foes. Reach the top and the page turns—now you must crawl through a cave loaded with danger. Survive the cave and the page turns again—you must scale the walls of a castle by leaping from flying carpet to flying carpet.

Survive that challenge and you reach Page 4—your Princess beckons from high in a tower, and you must ride flying carpets and climb ropes to reach her. Succeed and you've won—the first round, that is. Now try it all again, with faster, angrier genies and more roc birds and oscars to block your progress.

COIN VIDEO RECORD UPDATE

No changes in the existing coin video records to report this time. However, we do have an official high score for one of Atari's newest games to announce. On **Food Fight,** 20-year-old Perry Rodgers scored 4,474,200 points in just 40 minutes. It happened on May 12, 1983 at Martini's Family Fun Fair, San Luis Obispo, CA.

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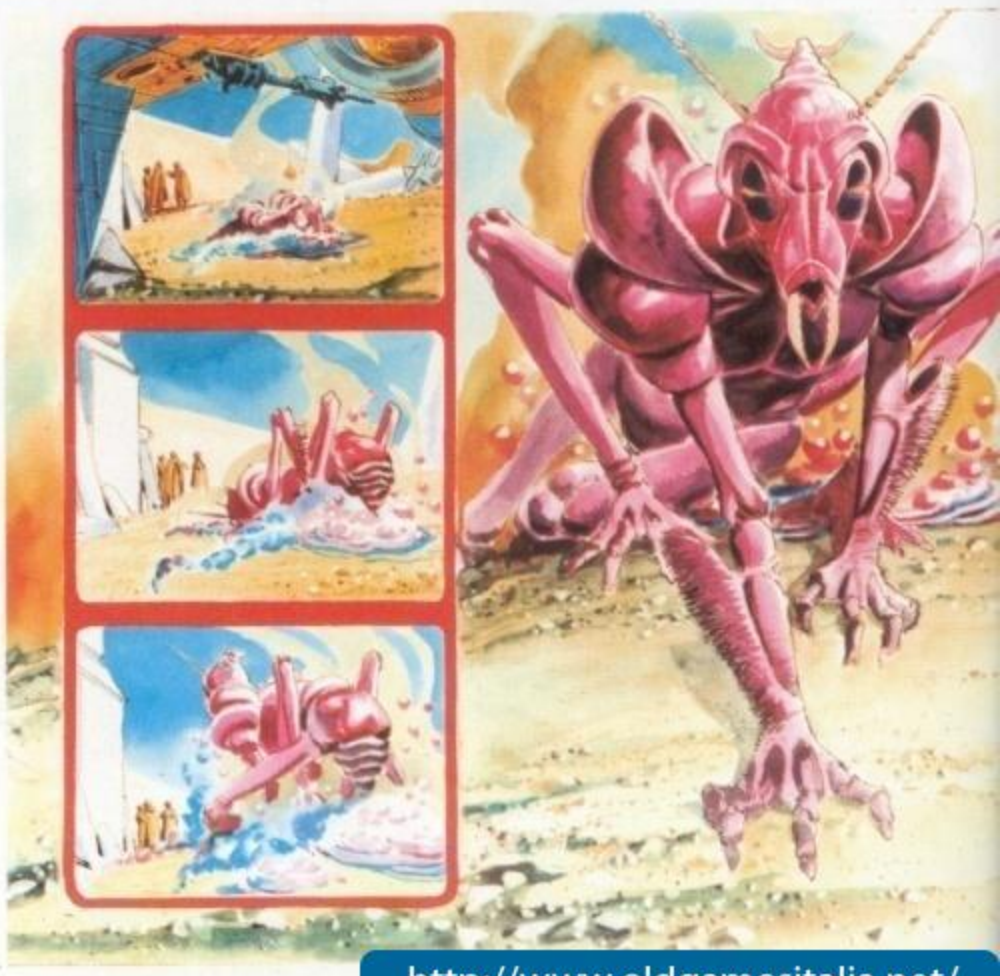
A special treat for Atari Club members—a preview of the thrilling new graphic novel coming soon from DC comics, based on one of Atari's most popular games...

STAR RAIDERS

First it was a computer game. Then it became a home video game. And now...it's a comic book! But it's much more than an ordinary comic, as the illustrations on these pages testify. Writer Elliot S. Maggin and artist Jose Luis Garcia Lopez have taken the gameplay of **Star Raiders** and expanded it into a deluxe 62-page epic, full of action, adventure, and breathtaking graphics.

Allow us to introduce the team of Tommy Hardtack (the one with the eyepatch) and Jed Poole (above), a pair of lonesome rebels in search of recruits to battle the evil Zylon menace. They meet Ezekial Vicker (left), an ancient survivor who, aided by an army of loyal Hukkas, uncovers a way to destroy the insectoid Zylons (right)—even though Zylons can regenerate themselves when they're destroyed!



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Though the strength of even a single Zylon far surpasses any mortal, Tommy and Jed finally manage to dispatch their foe by using Ezekial's unique strategy (above).

Now charged with a new sense of purpose, the two comrades soar off in search of new recruits—only to find the most ragtag crew imaginable (right).

With only a bedraggled handful against the mighty Zylon empire (below), the odds are definitely not in their favor. But our rebels have a secret weapon—in fact, a weapon so secret even they aren't sure what it is.

We can't tell you what happens during the climactic conclusion of **Star Raiders**—you'll have to find out for yourself in the pages of DC Comic's graphic novel. But we promise that once you read it, you'll never forget it.

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TELL YOUR FRIENDS–

"JOIN THE ATARI CLUB!"

Membership in The Atari Club means inside information about Atari video games—all the details on hot new releases, and "Sneak Peeks" at upcoming games and systems months before they're released.

It means Atari Club exclusives—special games not found at any store, available *only* to Club members!

It means terrific special offers—everything from money-saving cartridge prices to T-shirts, duffel bags, and other valuable bonuses.

It means members-only contests, with fantastic prizes.

And The Atari Club excitement is growing, with more members, greater benefits, a bigger Club magazine, nationwide high-scoring video game competitions, and lots more!

The best news of all is that *every* Atari video game player is invited to join the Club, and it only costs $1.00!

That's right, just $1.00 brings you a year's membership in The Atari Club, complete with a one-year subscription to *Atari Age*, the Club's full-color bimonthly magazine, and all other Atari Club benefits and privileges.

To join, fill in the coupon at right (or write your name, address, age, and telephone number on a piece of paper) and send it along with $1.00 to The Atari Club, P.O. Box 14064, Baltimore, MD 21203.

We make Atari fun even *more* fun— The Atari Club.

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YES! I want to join The Atari Club Please start my 1-year membersh I am enclosing $1.00.

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CONTINUES!

JUNGLE HUNT

A monkey-punching, fruit-ducking, high-hopping arcade smash loaded with cartoon-style action.

KANGAROO

A jungle rescue mission sizzling with swinging ropes, voracious crocodiles, and spear-wielding cannibals.

These two wild arcade hits are ready now for summer joystickers to enjoy. And, since your response to The Atari Club's special Atari Safari offer in our last issue was so strong, we've decided to give members more time to get in on our exclusive bonus offers.

**ORDER EITHER KANGAROO OR JUNGLE HUNT FROM THE ATARI CLUB—
GET YOUR ATARI SAFARI T-SHIRT ABSOLUTELY FREE!**

**ORDER BOTH KANGAROO AND JUNGLE HUNT FROM THE ATARI CLUB—
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NOW FOR 5200 OWNERS TOO!

The Atari 5200 versions of **Kangaroo** and **Jungle Hunt** are due for July release, and we're letting 5200 owners get in on the Safari fun too! The Club's special Atari Safari offer is now good on 5200 **Kangaroo** and **Jungle Hunt** orders also!

**ORDER NOW—
SEPTEMBER 30, 1983 IS THE ABSOLUTE, FINAL DEADLINE FOR THIS SPECIAL OFFER!**

**ATARI 2600 KANGAROO AND JUNGLE HUNT
CLUB MEMBER PRICE $31.95 EACH**

**ATARI 5200 KANGAROO AND JUNGLE HUNT
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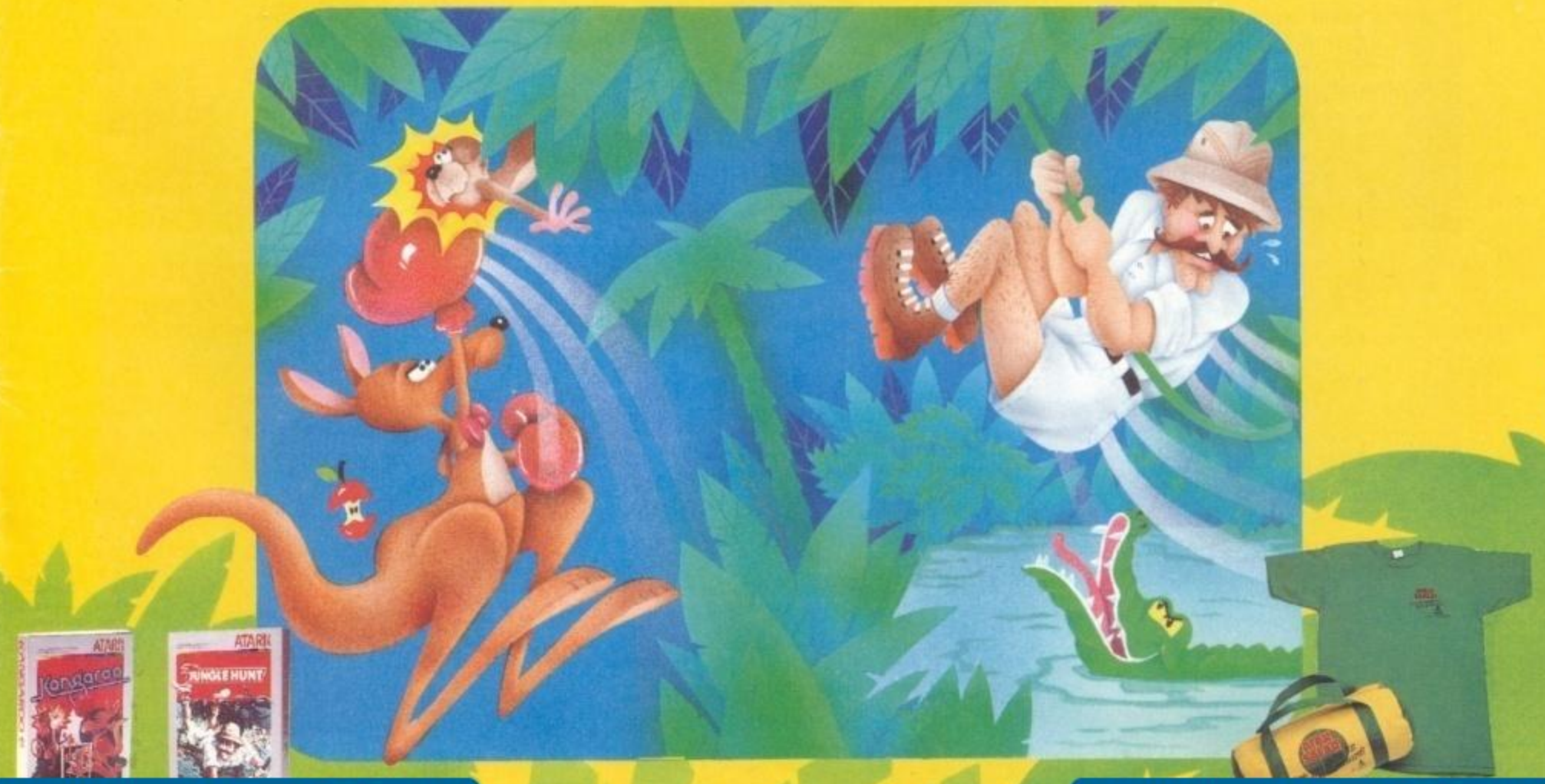

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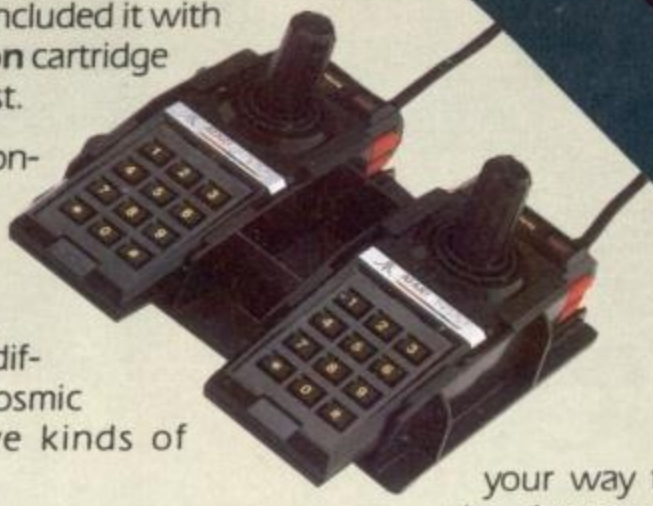
5200

SPACE DUNGEON

DUAL JOYSTICK CONTROL FOR UNIQUE SPACE BATTLE

Are you ready for two-fisted non-stop action? If your answer is "Yes," then **Space Dungeon** is your game.

To recreate the high-powered arcade feeling of this one-of-a-kind game, Atari has designed a special brace which holds two 5200 controllers together, and included it with the **Space Dungeon** cartridge at no additional cost.



The left joystick controls your movement through a devilish 36-chamber dungeon, loaded with eight different kinds of cosmic enemies, and five kinds of treasure.

The right joystick positions and fires your powerful laser cannon, blasting away at your attackers while you pick up treasures and try to carry them to the Collect Bonus room.

Gameplay is fast as lightning and endlessly challenging. After battling your way through the dangers of Level 1, you'll find it hard to believe that there are **98 more levels** still awaiting—if you survive! The joystick brace holds both controllers firmly in place—you'll need both hands free to tackle **Space Dungeon**.

SPACE DUNGEON Club Member Price: $36.95

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FLASH

ATARI VCS CARTRIDGE ADAPTOR

PLAY VCS GAMES ON 5200 SYSTEM!

Now the tremendous variety of cartridges for the Atari 2600 system can be played on your Atari 5200 Supersystem, thanks to this convenient VCS cartridge adaptor. There are no wires to worry about or additional TV connections to make — just plug the adaptor into the cartridge slot of your 5200 unit, plug your 2600 controllers into the adaptor, put in a cartridge and you're ready to play.

NOTE: The VCS Cartridge Adaptor is compatible with your Atari 5200 system if your unit has two controller ports. The 5200 models with four controller ports can use the adaptor after a minor modification which Atari Service Centers will perform **free of charge**. For the location of the Atari Service Center nearest you, call toll-free 800-538-8543 (in CA call 800-672-1404).

VCS CARTRIDGE ADAPTOR

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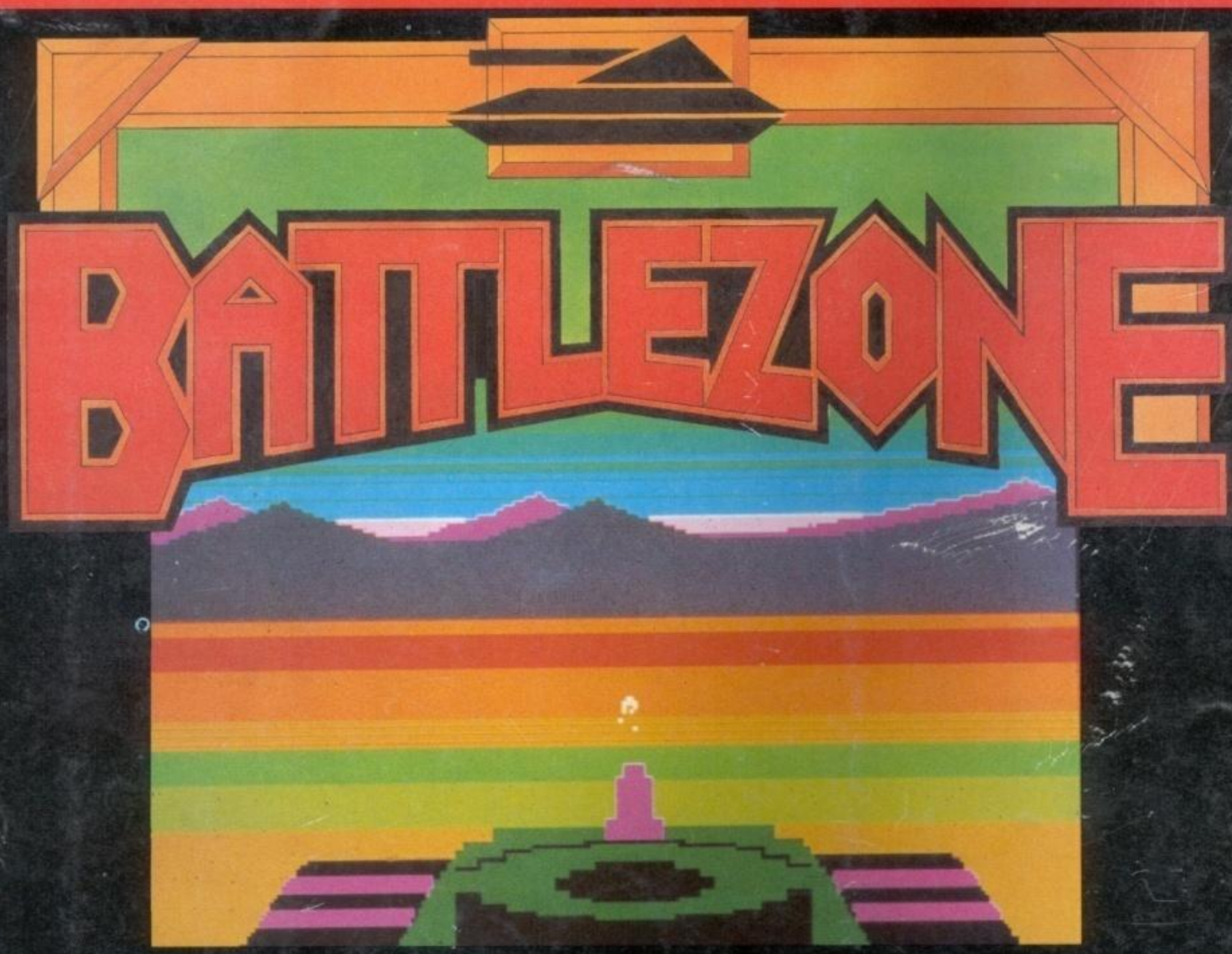

This is what you see when you play Atari 2600 **BATTLEZONE.**

Before you, a desert battleground stretches off into the distance. You gaze out of your tank turret, the mountains on the horizon moving as you move.

Above you, the radar screen, constantly circling, scanning the area for enemies.

Suddenly, a blip appears. You turn to face it and move forward for battle. It grows larger as you approach. It's a Supertank, and he's got you in his sights! You fire quickly, then race to the right to avoid his shot. Suddenly the radar screen is lit up with dots — Tanks, Supertanks, and Flying Saucers to challenge your skill. And what's that low buzzing sound? It's a Fighter, zig-zagging towards you at incredible speed!

Fire, turn, race away from enemy fire, position yourself, fire again. There's no time to slow down now — you're in the **BATTLEZONE!**

TO ORDER CALL 1-800-538-8543
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